

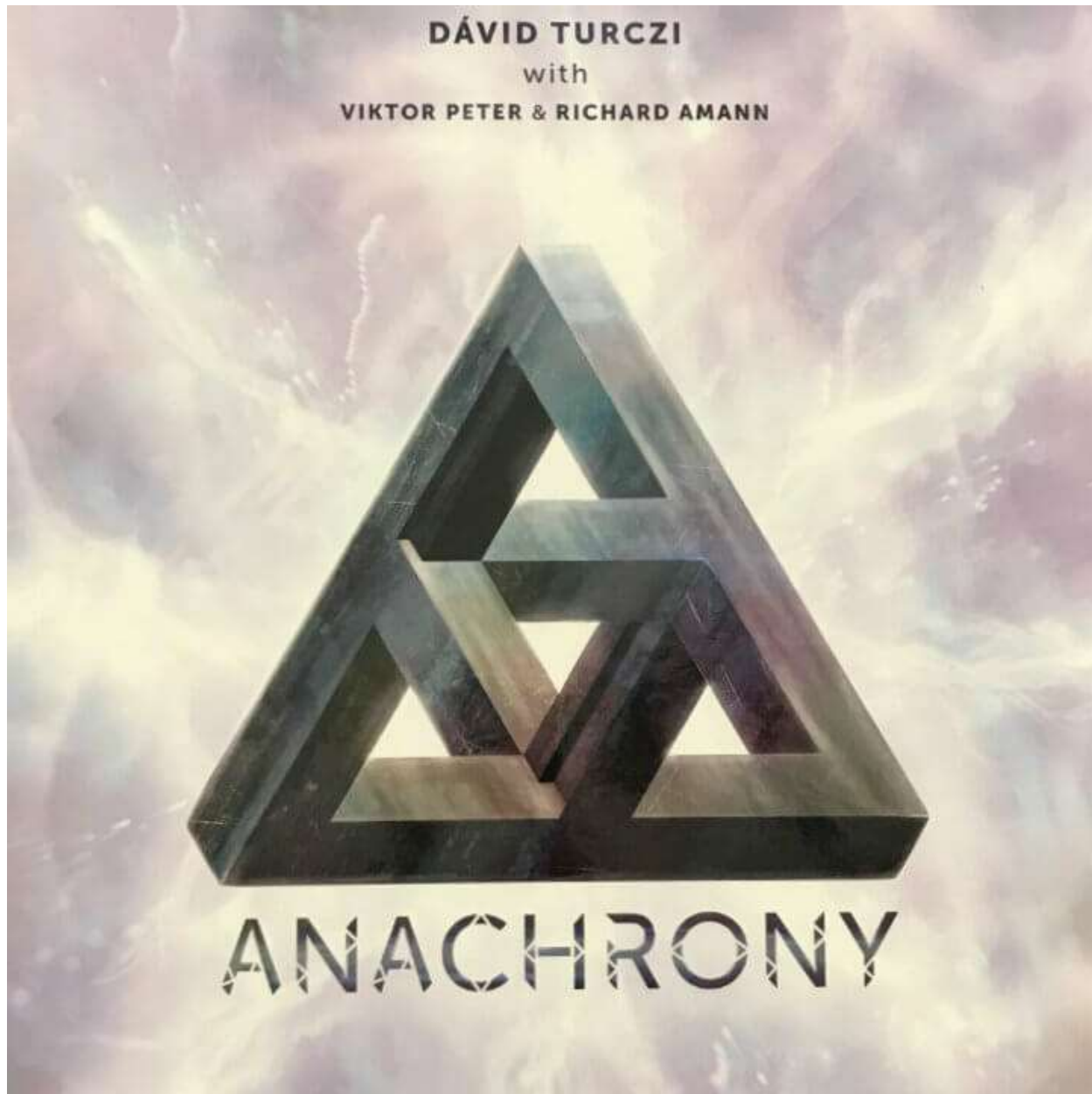
Game: **Anachrony**

Publisher: **Mindclash Games (2016)**

File Version: **1.2.1**

Author: **Brian Casey**

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# FOAM CORE PLANS

**Notes:**

All foam core used is 5mm  
All measurements are in millimeters

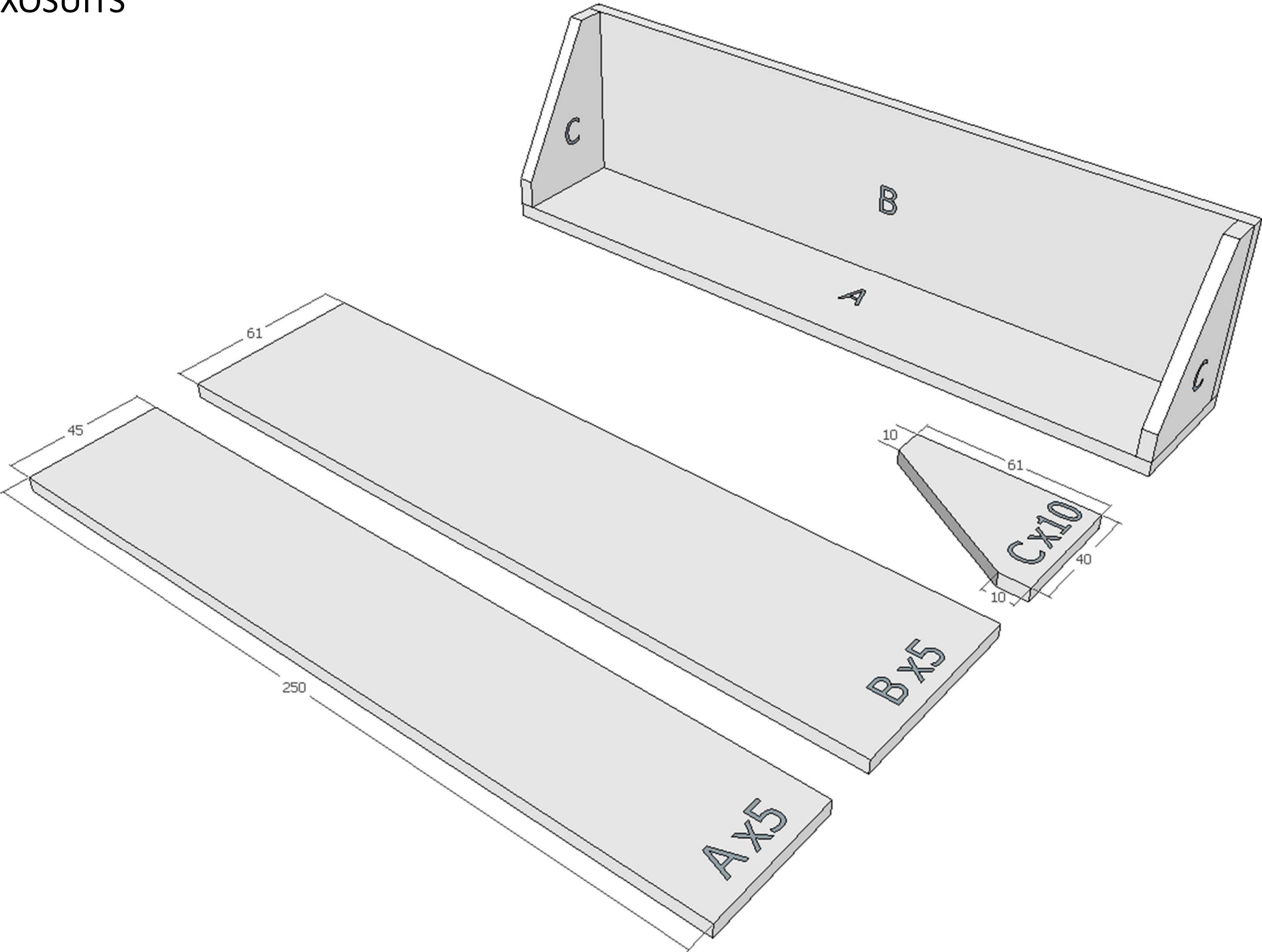


Superprojects

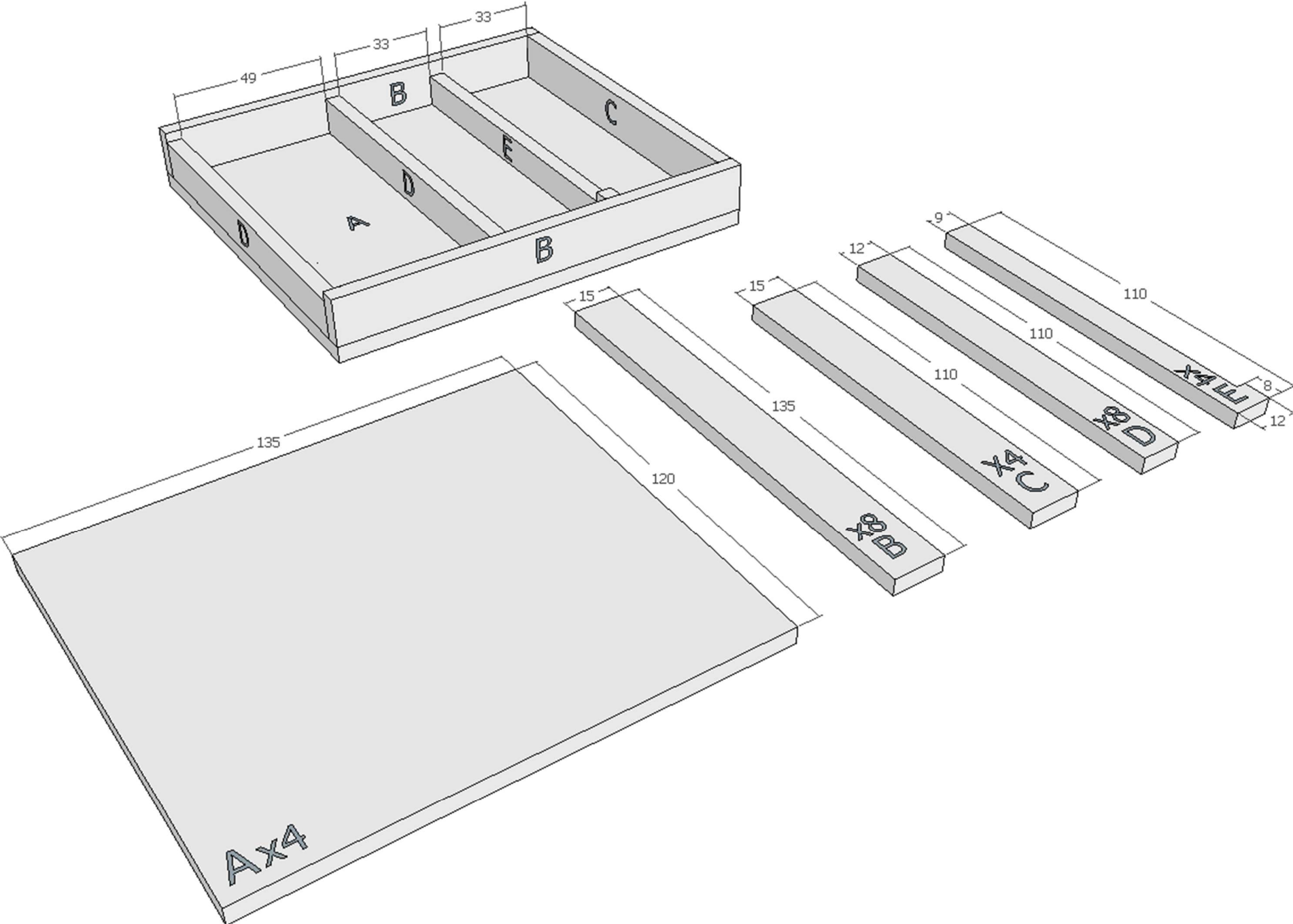




# EXOSUITS

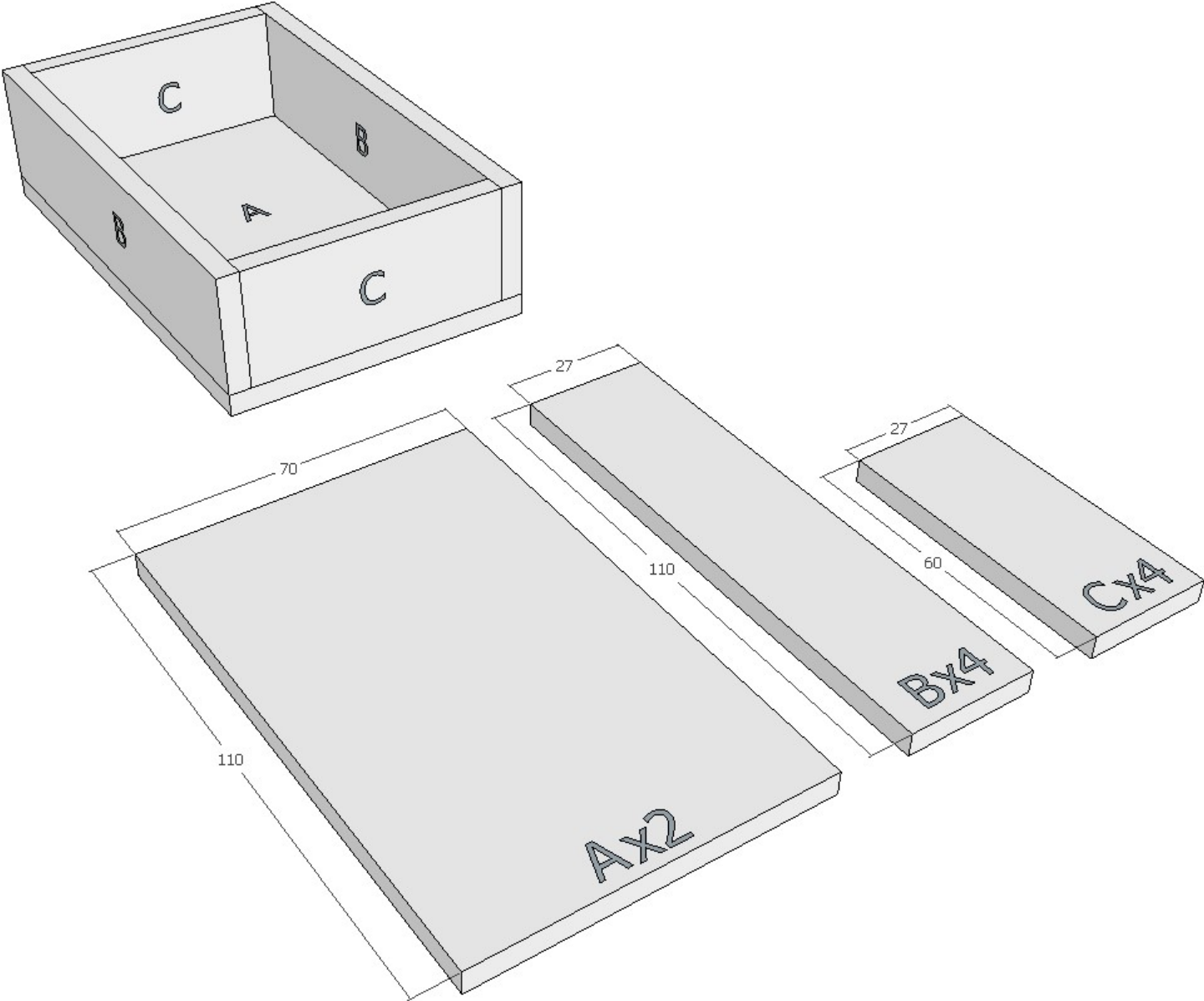


# PLAYER BOXES

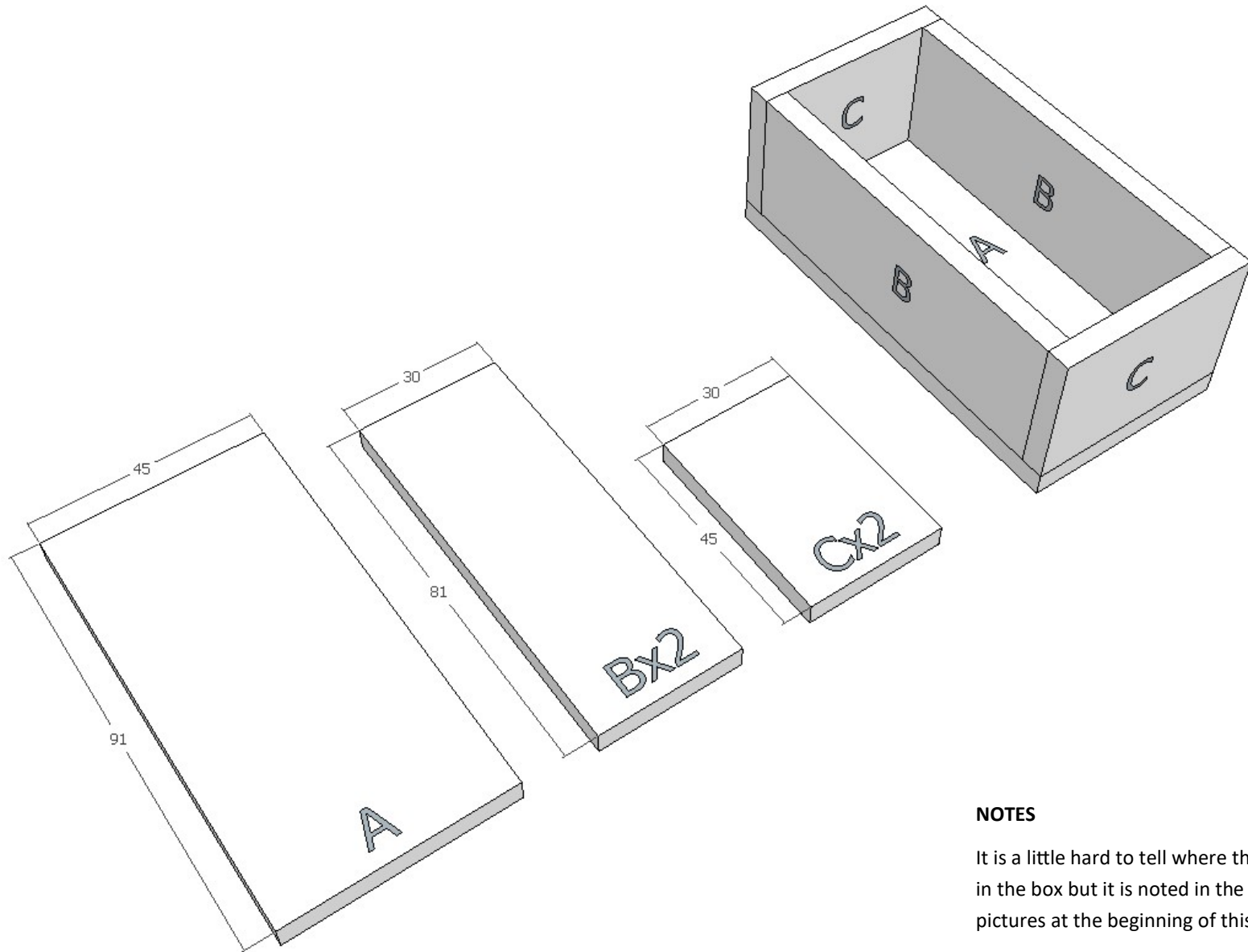




# CHRONOBOT / DOOMSDAY MODULES



# SUPERPROJECTS



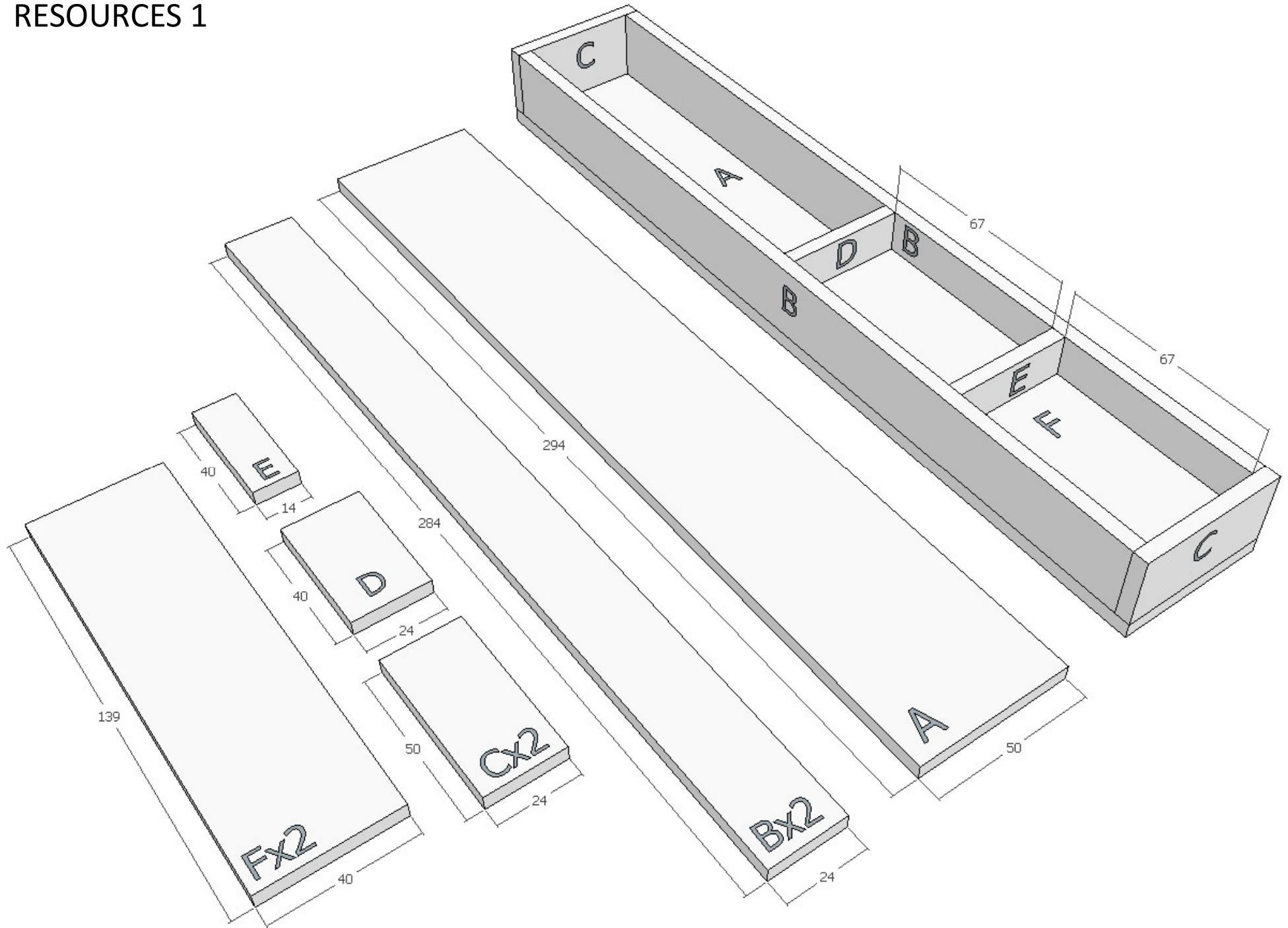
## NOTES

It is a little hard to tell where these fit in the box but it is noted in the pictures at the beginning of this file.

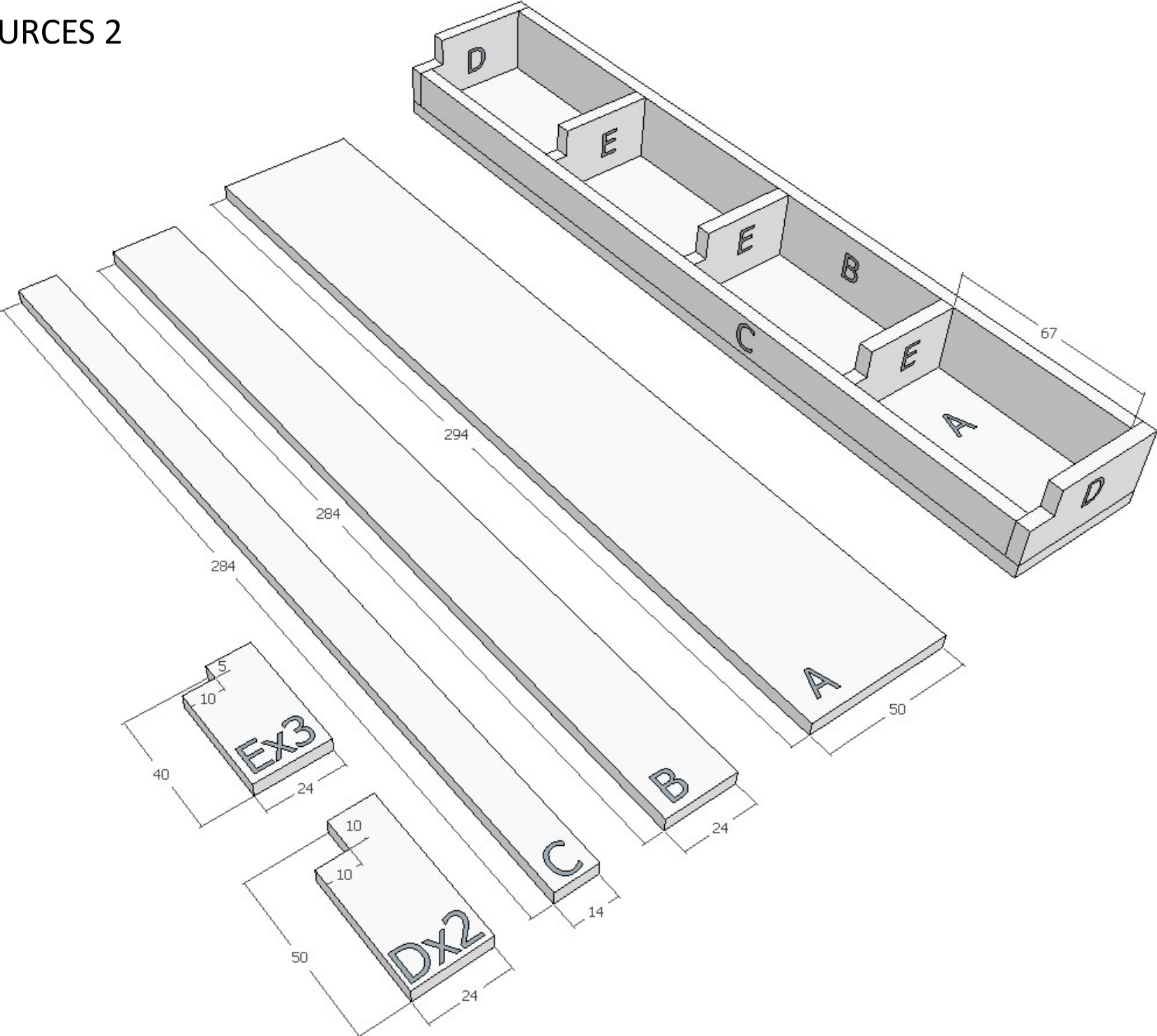




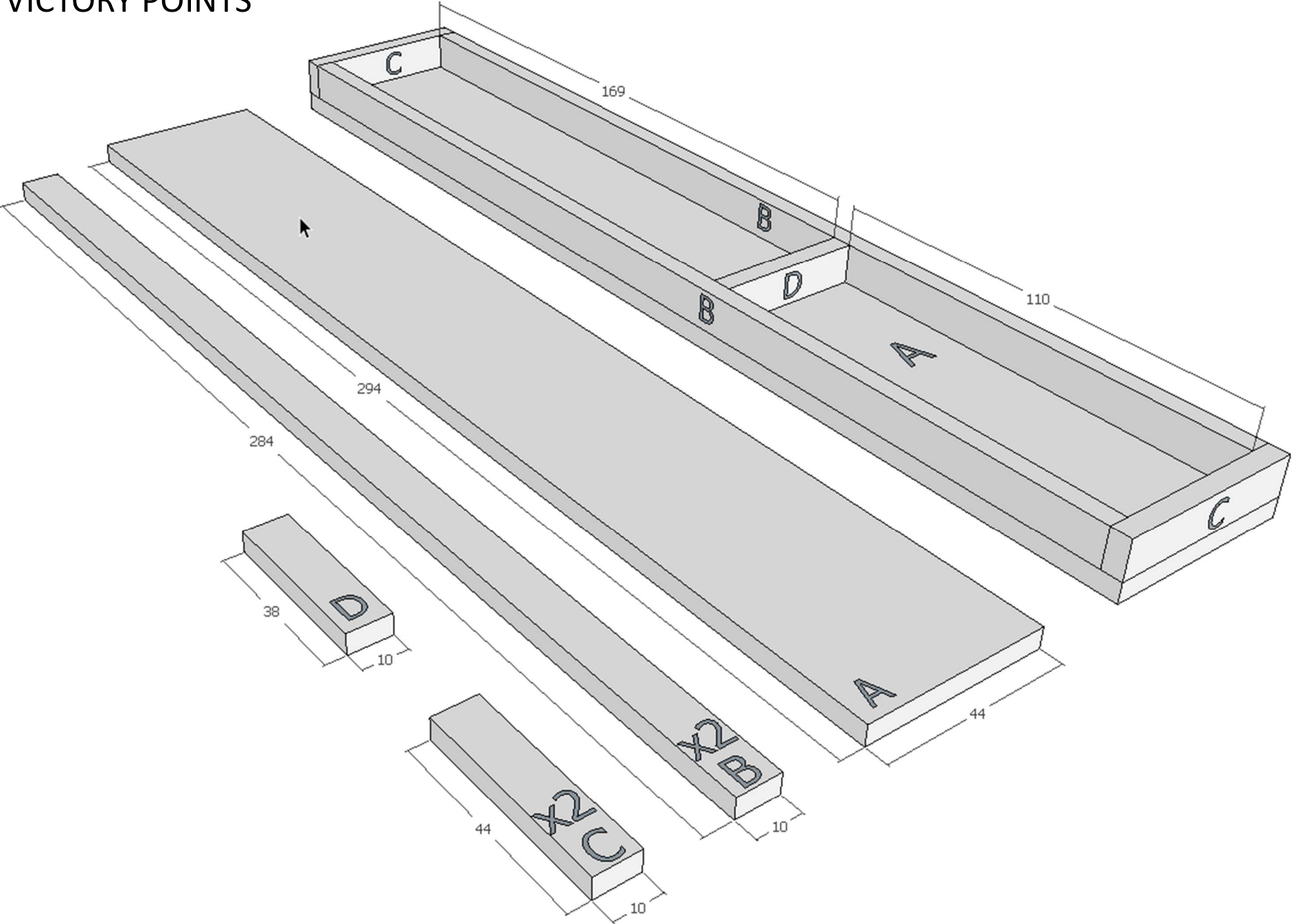
# RESOURCES 1



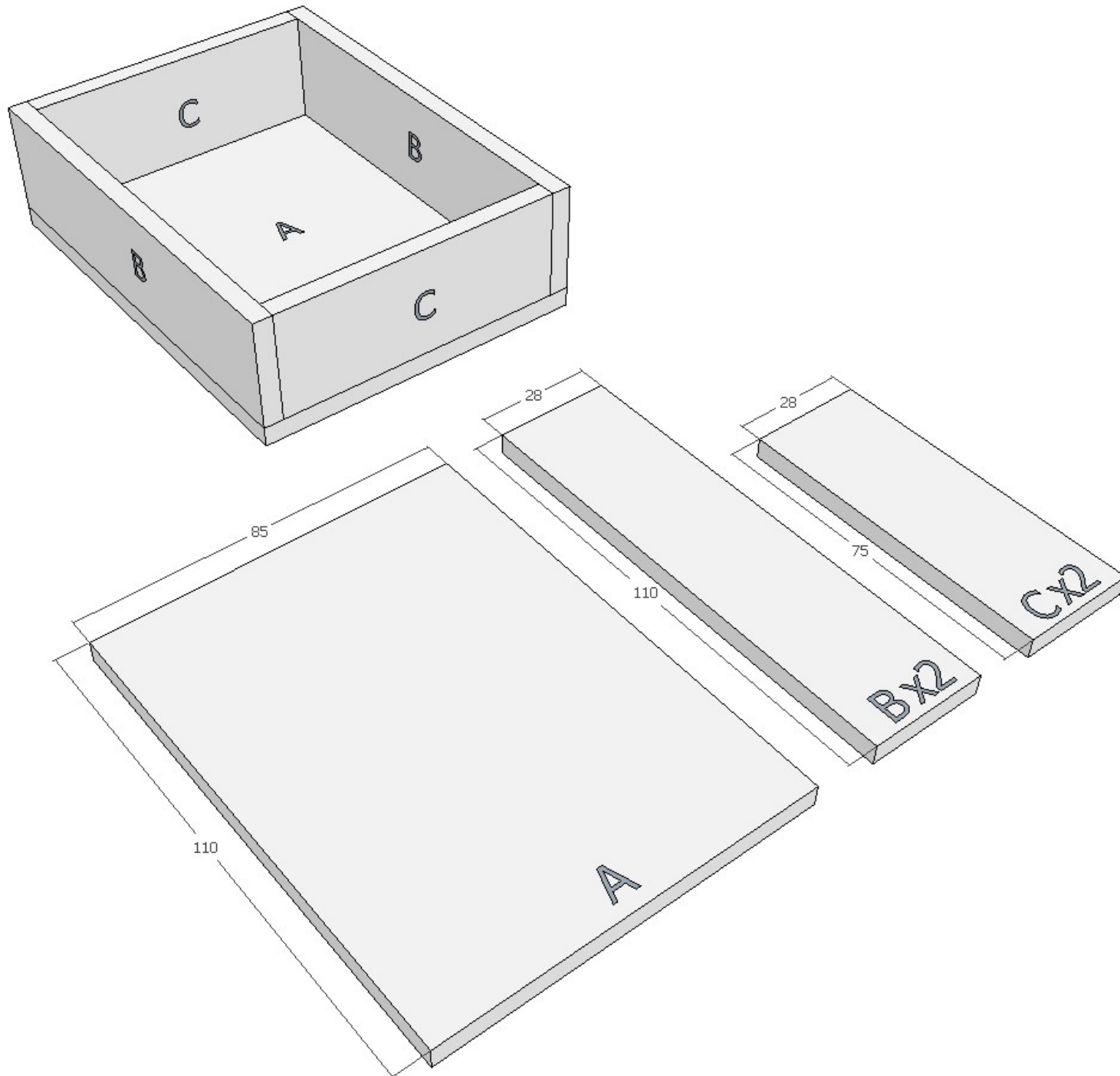
# RESOURCES 2



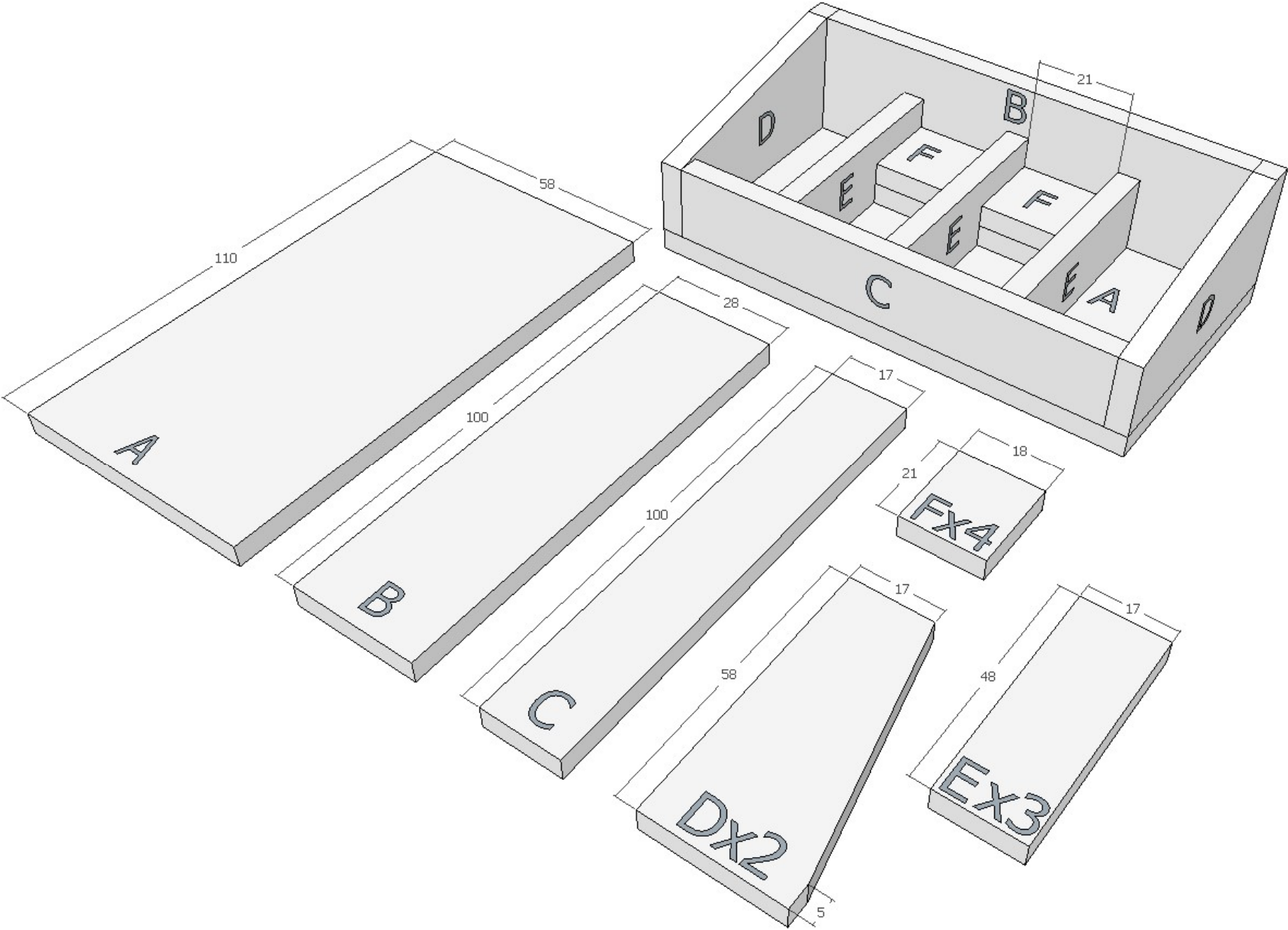
# VICTORY POINTS



# PIONEERS OF THE NEW EARTH MODULE

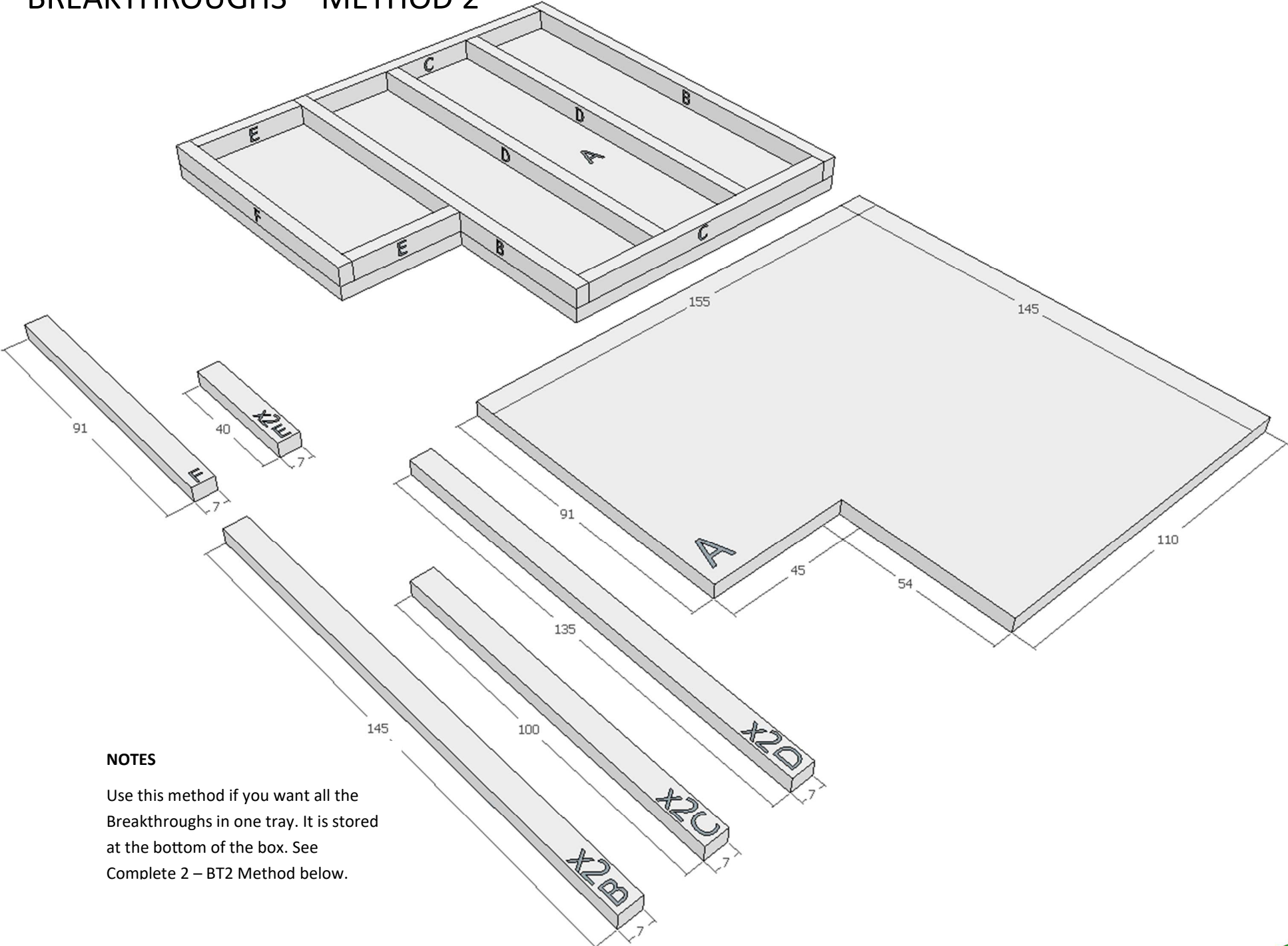


# WORKERS





# BREAKTHROUGHS – METHOD 2

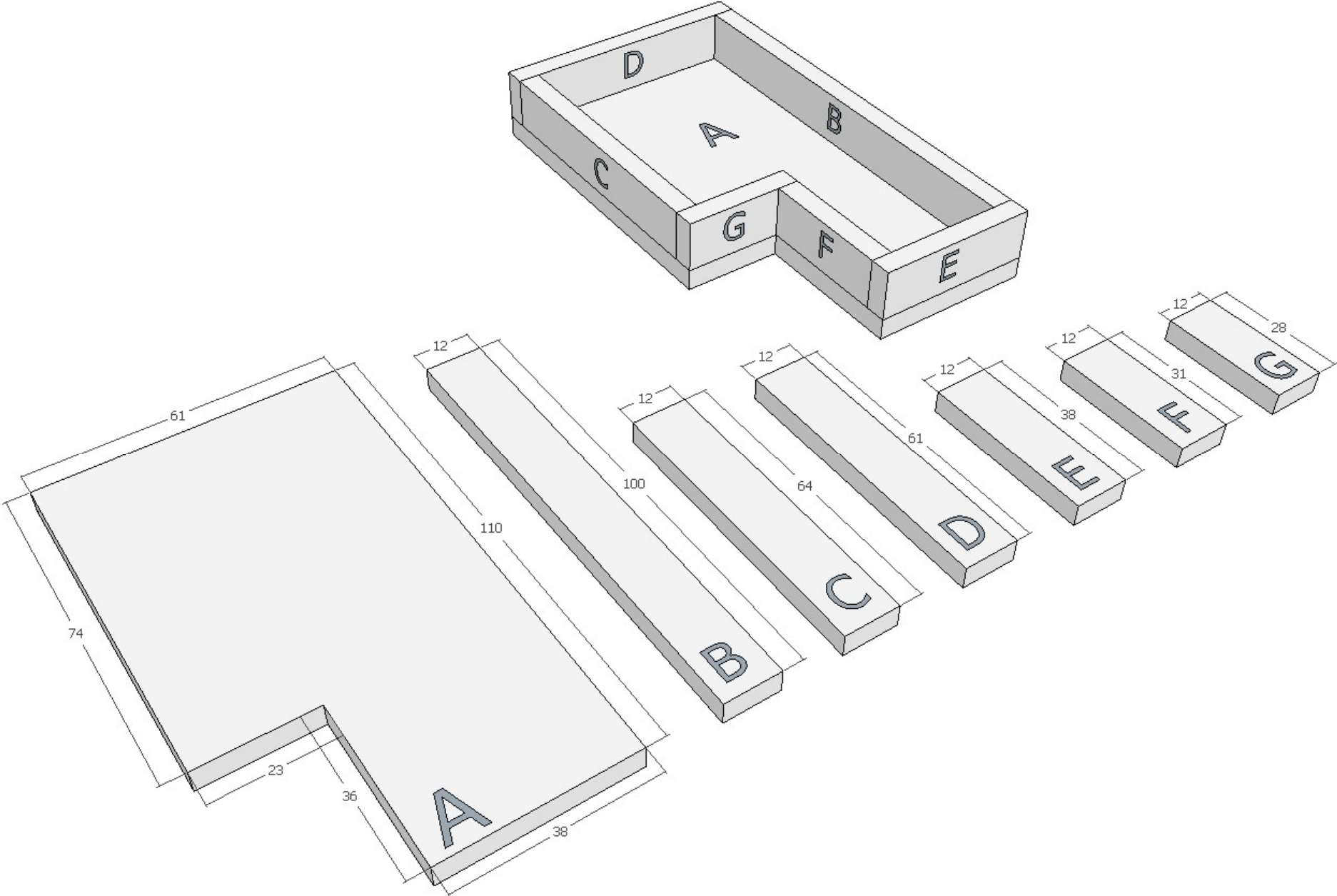


**NOTES**

Use this method if you want all the Breakthroughs in one tray. It is stored at the bottom of the box. See Complete 2 – BT2 Method below.

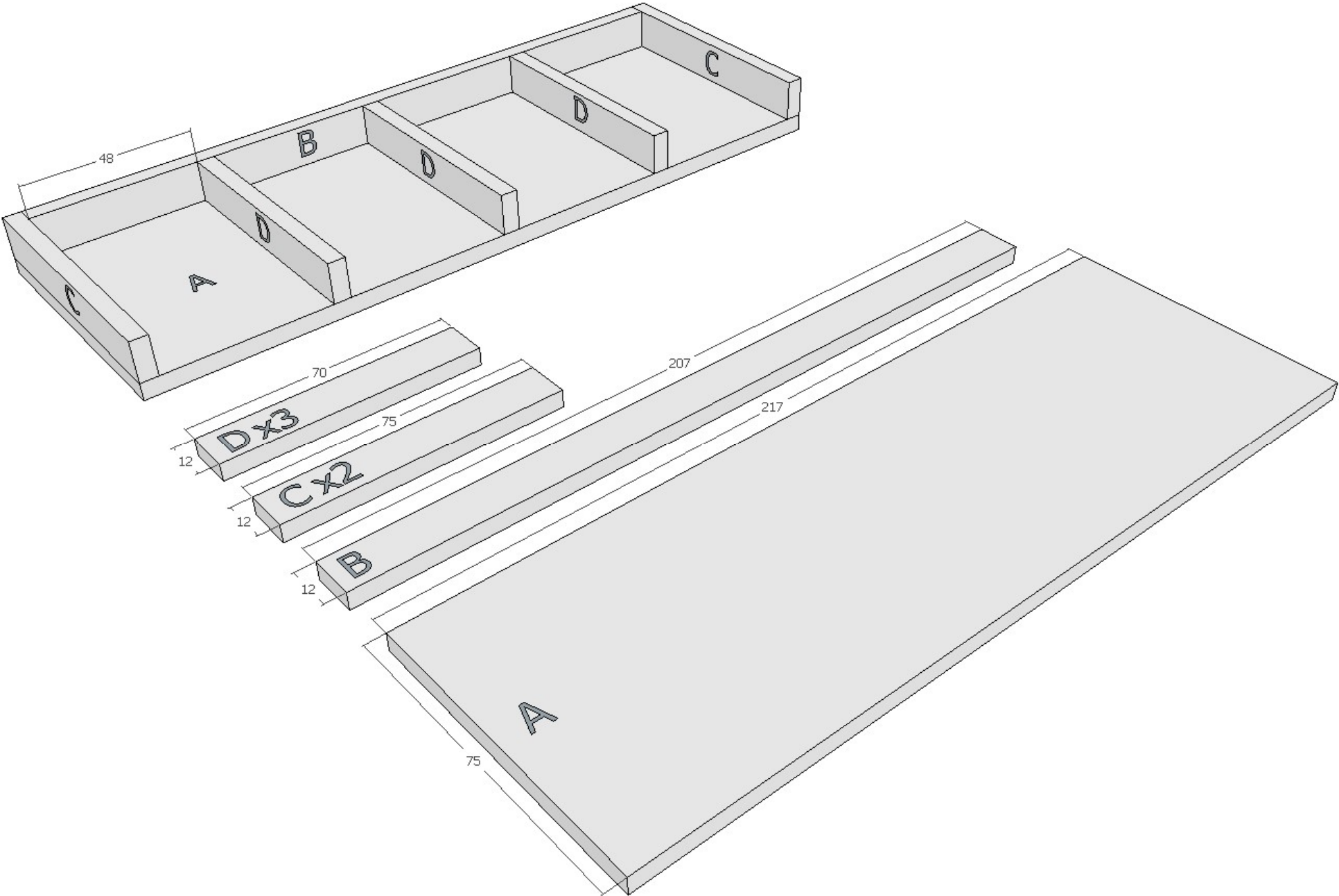


# PARADOX TOKENS

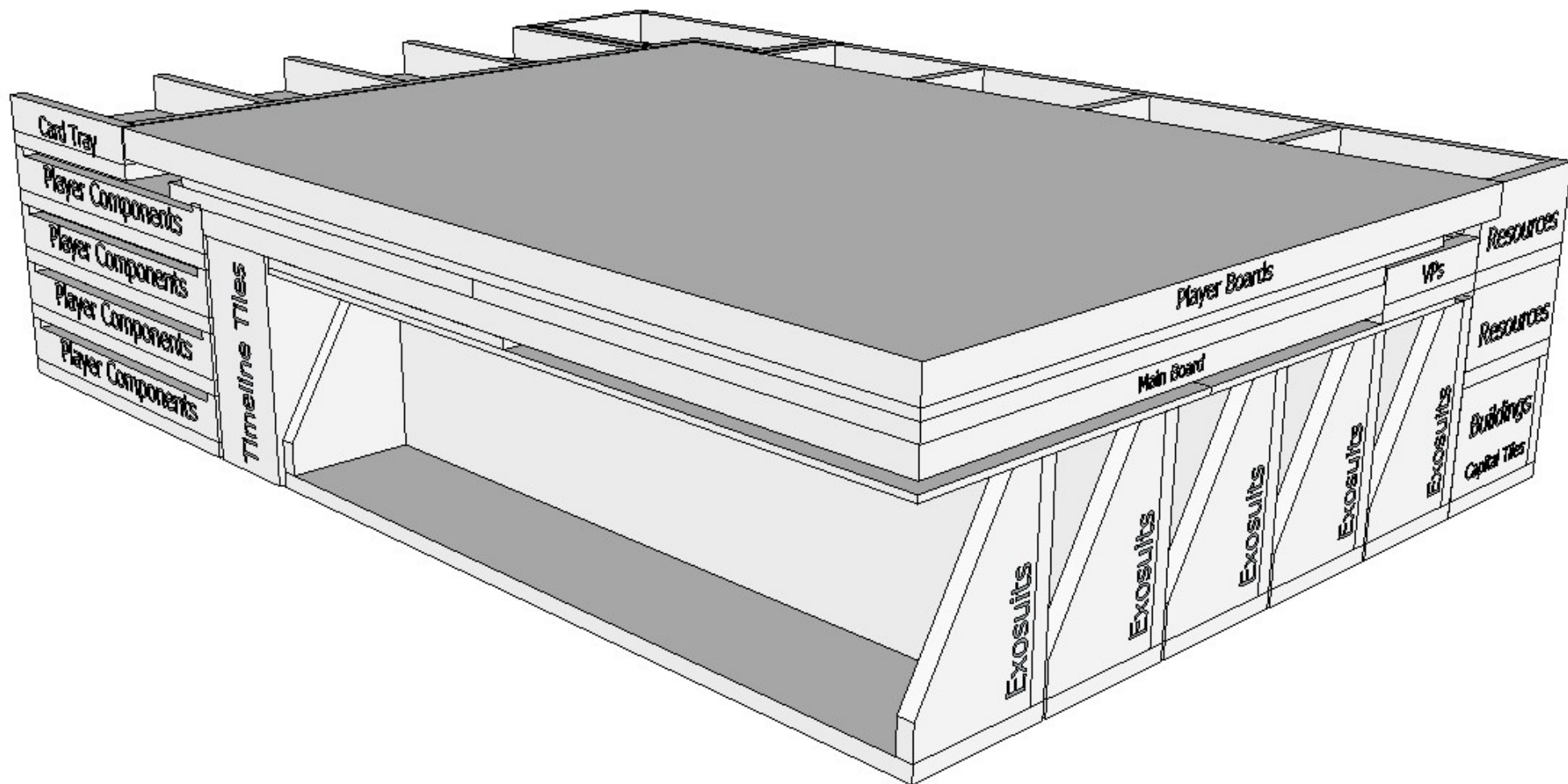




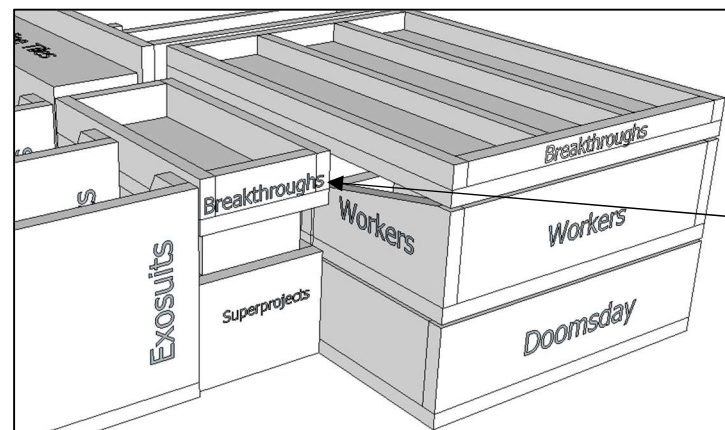
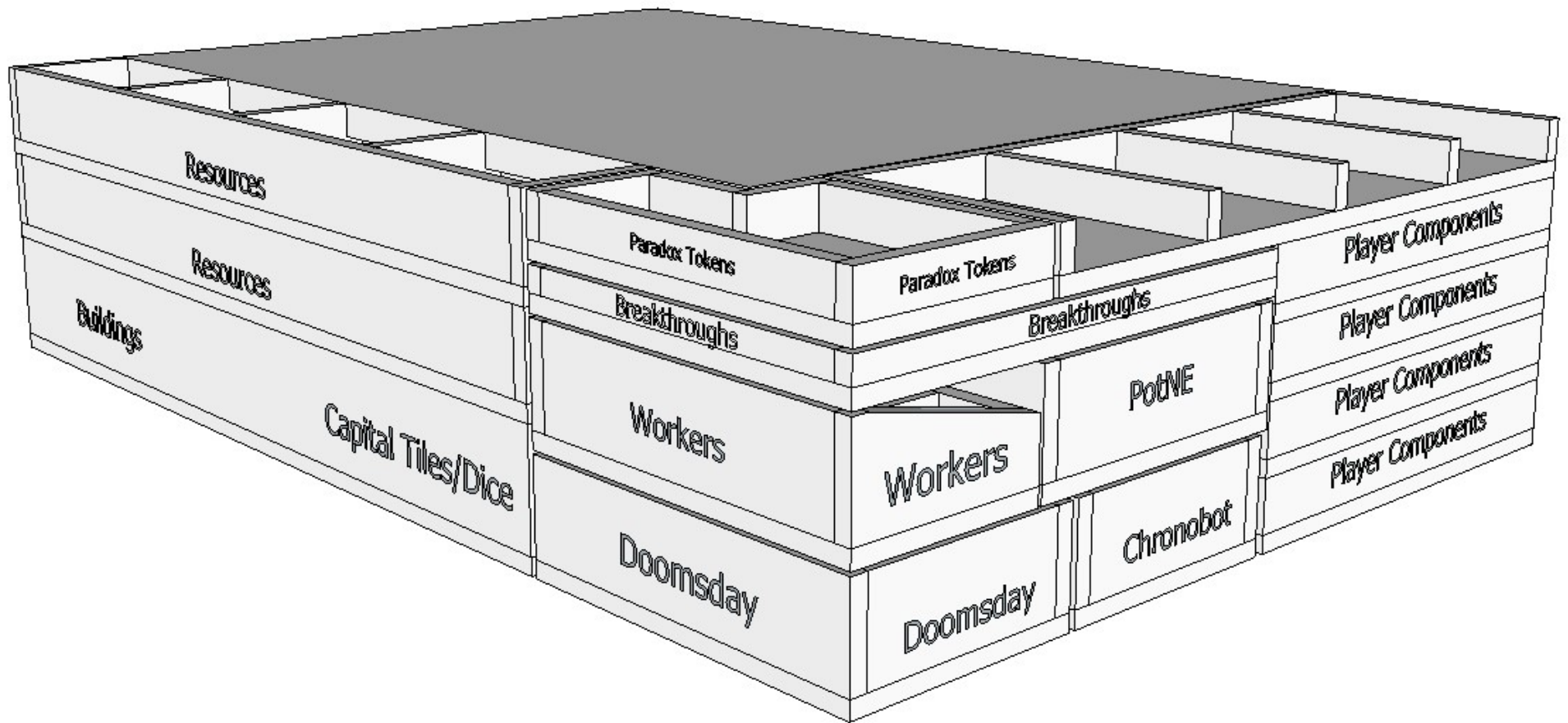
# CARD TRAY



# COMPLETE 1



# COMPLETE 2

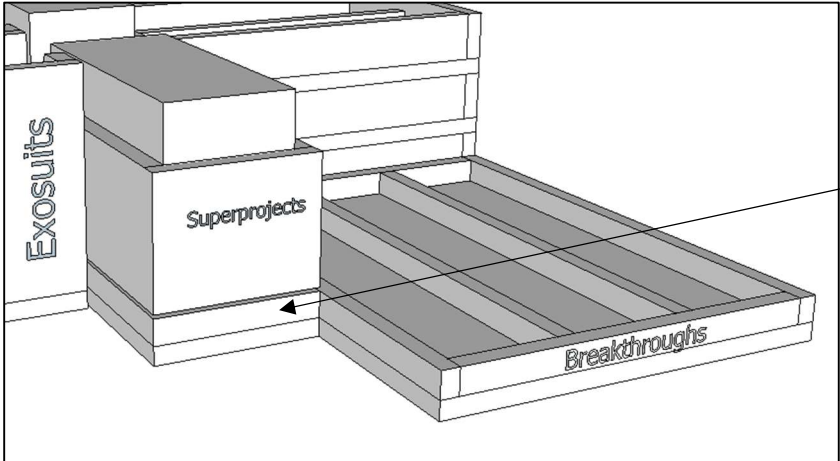
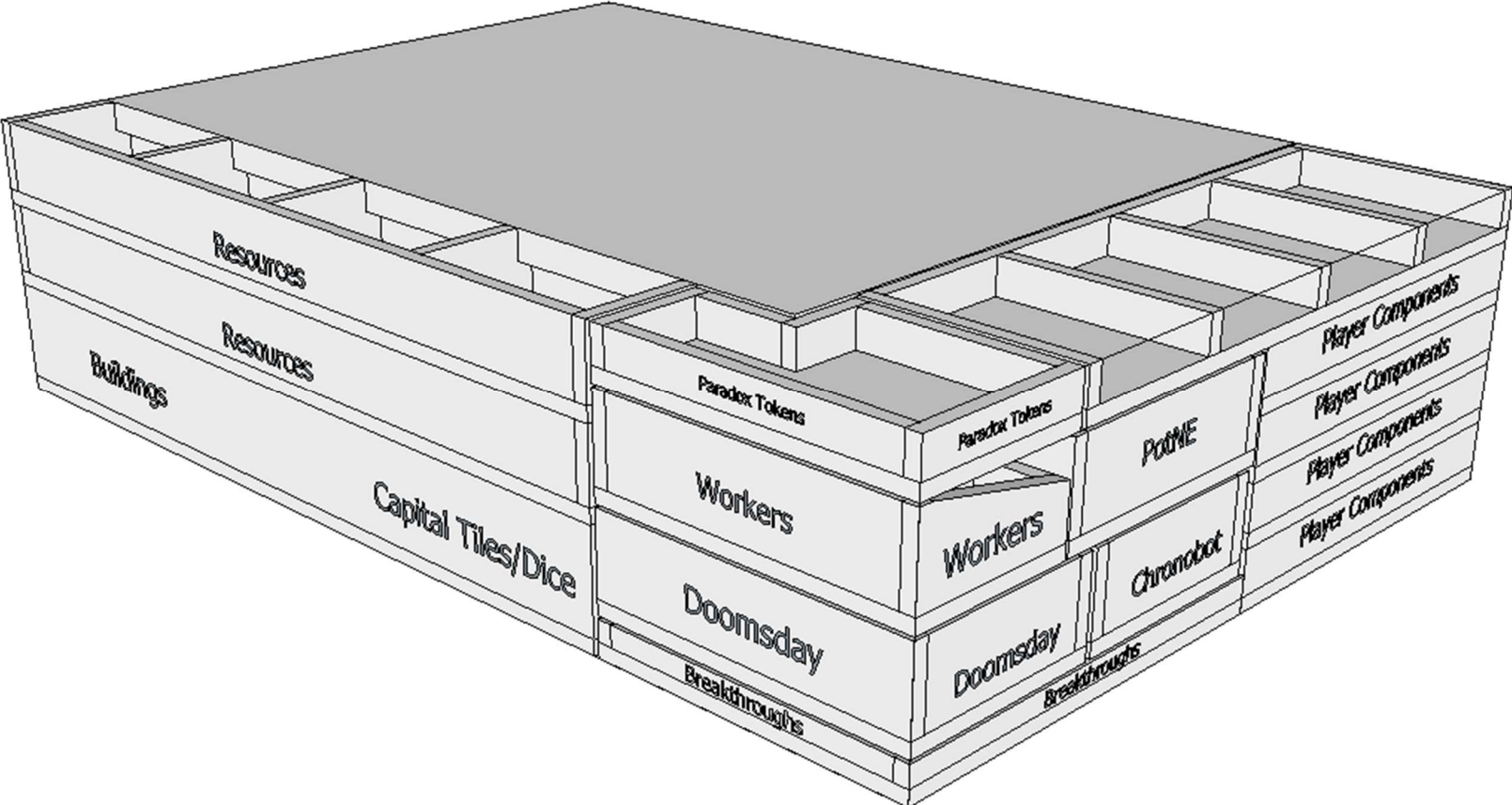


## NOTES

Using this method, the smaller Breakthrough box will sit on top of the Superprojects – see image on the left.



# COMPLETE 2 – BT2 METHOD



**NOTES**

Using this method, Breakthroughs will be on the bottom and the Superprojects will sit on top of them. See image to the left.



# BOARDS

